Veteran Mode

If you're an experienced Sleeping Gods player and you want it to feel a bit more like the original, or you want a challenging adventure with more tension, use this mode.
-Ryan Laukat

Implement the following changes to the rules:

1. Time Crunch Events

Separate the event cards by level and shuffle them, placing them face down near the play area. To create the event deck, take 2 cards of each level and shuffle them together, placing the deck face down. The deck size should be 6 cards total. When the deck runs out, cross off a camp, **but DO NOT take a camp action**. Then make a new event deck following the same procedure. If a quest card instructs you to place it in the event deck, simply place it at the bottom of the current deck.

2. Fast Enemies

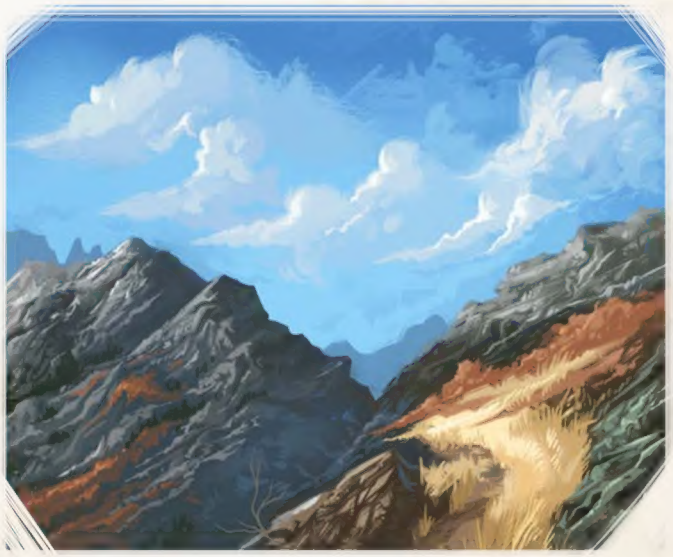
Enemy cards each now attack at the end of each round (in addition to their counter-attack). The active player decides the target of each enemy end-of-round attack. However, now enemies do not counterattack when they are defeated.

3. Ability Card Limit 5

Characters now have a limit of 5 equipped ability cards. However, characters can discard equipped ability cards to gain +1 of the card's skill during a challenge or attack. This can be done as a last step during a challenge or attack, after taking advantage of the card's ability or using its skill symbol by paying 1 stamina.

4. Dangerous Camping

When camping, if on an atlas space with any of these locations, you can safely camp: 1, 14, 21, 24, 29, 34, 38, 54. If camping anywhere else, draw fate. If 1-5, wild beasts attack you in the night: each character takes 2 damage and you lose 3 resources.



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